

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

Claim 1. (currently amended) A method of playing a casino game, comprising:
displaying a linear playing field with a center and a first end and a second end and a piece in an initial position;
receiving a first wager that the piece will reach a first desired end comprising either the first end or the second end;
moving the piece in either direction on the field to a further position in accordance with a random number generator; and
receiving a second wager that the piece will reach a second desired end with a payout on the second wager reflecting chances that the piece will be moved to reach the second desired end from the further position; and
when continuing the moving until the piece reaches either the first end or the second end, and then accounting for the first wager and the second wager.

Claim 2. (currently amended) A method as recited in claim 1, wherein when the first wager is made when the piece is in the center, the wager pays even money with a house commission deducted.

Claim 3. (canceled)

Claim 4. (currently amended) ~~A method as recited in claim 1, further comprising A~~
method of playing a casino game, comprising:
displaying a linear playing field with a center and a first end and a second end;
receiving a wager that a piece will reach a desired end comprising either the first end or the second end;
moving the piece in either direction on the field in accordance with a random number generator;
when the piece reaches either the first end or the second end, accounting for the wager; and
offering a side wager based on a number of times the random number generator will be invoked before the piece reaches either end.

Claim 5. (currently amended) ~~A method as recited in claim 1, further comprising A~~
method of playing a casino game, comprising:
displaying a linear playing field with a center and a first end and a second end;
receiving a wager that a piece will reach a desired end comprising either the first end or the second end;
moving the piece in either direction on the field in accordance with a random

number generator; and

when the piece reaches either the first end or the second end, accounting for the wager.

offering a side wager on whether a number of times the random number generator will be invoked will exceed a predetermined number.

Claim 6. (currently amended) ~~A method as recited in claim 1, further comprising A~~
method of playing a casino game, comprising:

displaying a linear playing field with a center and a first end and a second end;
receiving a wager that a piece will reach a desired end comprising either the first end or the second end;

moving the piece in either direction on the field in accordance with a random number generator; and

when the piece reaches either the first end or the second end, accounting for the wager.

offering a side wager on whether a number of times the random number generator will be invoked will fall below a predetermined number.

Claim 7. (previously presented) A method as recited in claim 1, wherein the random number generator comprises a die.

Claim 8. (currently amended) A method as recited in claim 1, further comprising moving the first wager and the second wager onto an area of a table whereby the position of the wager indicates a desired end and a location of the piece when the wager was placed.

Claim 9. (previously presented) A method as recited in claim 1, further comprising offering a side bet on an outcome of a next output of the random number generator.

Claim 10. (currently amended) A method as recited in claim 1, further comprising using respective lines for each player in order to identify which player has placed the first wager and the second wager.

Claim 11. (currently amended) A method as recited in claim 10, further comprising using alignments on the respective lines in order to identify which position the puck was on when the each wager was placed.

Claim 12. (previously presented) A method as recited in claim 1, further comprising using a mini field for each player to easily identify each player's particular wager.

Claim 13. (previously presented) A method as recited in claim 1, further comprising allowing the player to relocate the piece upon approval of a dealer.

Claim 14. (canceled)

Claim 15. (currently amended) An electronic gaming device, performing:
displaying a linear playing field with a center and a first end and a second end and
a piece in an initial position;
receiving a first wager that ~~a~~the piece will reach a first desired end comprising
either the first end or the second end;
moving the piece in either direction on the field to a further position in accordance
with a random number generator; and
receiving a second wager that the piece will reach a second desired end with a
payout on the second wager reflecting chances that the piece will be moved to reach the
second desired end from the further position; and
when continuing the moving until the piece reaches either the first end or the
second end, and then accounting for the first wager and the second wager.

Claim 16. (previously presented) An electronic gaming device as recited in claim 15,
wherein when the wager is made when the piece is in the center, the wager pays even
money with a house commission deducted.

Claim 17. (previously presented) An electronic gaming device as recited in claim 15,
wherein the wager pays an amount based on a chance of reaching the desired end from a
position the piece is in when the wager is received.

Claim 18. (previously presented) An electronic gaming device as recited in claim 15,
further performing offering a side wager based on a number of times the random number
generator will be invoked before the piece reaches either end.

Claim 19. (previously presented) An electronic gaming device as recited in claim 15,
further performing offering a side wager on whether a number of times the random
number generator will be invoked will exceed a predetermined number.

Claim 20. (previously presented) An electronic gaming device as recited in claim 15,
further performing offering a side wager on whether a number of times the random
number generator will be invoked will fall below a predetermined number.

Claim 21. (previously presented) An electronic gaming device as recited in claim 15,
further performing initiating a jackpot or bonus round when the random number
generator has been invoked a predetermined number of times without a resolution of the
game.

Claim 22. (previously presented) An electronic gaming device as recited in claim 15,
further comprising offering an option which automatically advances a current game to
resolution.

Claim 23. (previously presented) An electronic gaming device as recited in claim 15,
further comprising allowing the player to position the piece in any position on the field.

Claim 24. (previously presented) An electronic gaming device as recited in claim 23, wherein the player can position the piece only when there are no active bets on the field.

Claim 25. (previously presented) An electronic gaming device as recited in claim 15, further comprising automatically notifying the player of a betting opportunity which would guarantee the player a net win for the current game.

Claim 26. (previously presented) An electronic gaming device as recited in claim 15, further comprising automatically notifying the player of a betting opportunity which would result in the player ~~have~~ having a chance of ~~winning a net win~~ greater than a predetermined threshold.

Claim 27. (previously presented) An electronic gaming device as recited in claim 15, further comprising offering the player an option to play multiple simultaneous games.

Claims 28 -34 (canceled)

Claim 35 (new) A method as recited in claim 1, further comprising automatically notifying the player of a betting opportunity which would guarantee the player a net win for the current game.

Claim 36 (new) A method as recited in claim 1, further comprising automatically notifying the player of a betting opportunity which would result in the player having a chance of a net win greater than a predetermined threshold.